U/NUS-NWLE-USA

INSTRUCTION BOOKLET

Waialae Country Club™

TRUE GOLF CLASSICS®

NINTENDO64

SPORTS

NINTENDO64

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.

Official Nintendo Seal of Quality

Thank you for selecting the Waialae Country Club True Golf Classics Game Pak for the Nintendo® 64 system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

EVERYONE E CONTENT RATED BY ESRB

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

*© 1994 Nintendo. © 1998 Nintendo Inc. All rights reserved. Used under license.
™, ®, the "N" logo and the "N" Sports Logo are trademarks of Nintendo of America Inc.
© 1998 Nintendo of America Inc.

Contents

The Nintendo 64 Controller 2
Controller Info 4
Main Menu 5
Game Modes 5
Setting Up Your Shot 7
The Steps of the Game 8
The Holes of Waialae 9
Questions and Answers 11
Warranty & Service Information 13

The Nintendo 64 Controller

Control Stick Function

The Nintendo® 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional ✚ Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

Holding the Nintendo® 64 Controller

While playing the Waialae Country Club: True Golf Classic game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

Connecting the Nintendo® 64 Controller

Up to four players can play this game. Connect each player's controller to the appropriate controller socket on the front of the Control Deck. Beginning on the left, the sockets are for Player 1, Player 2, Player 3 and Player 4. You cannot start a game if the first controller socket is empty.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the connection active.

Controller Info

L and R Buttons
Work as accelerated versions of holding left or right on the Control Stick.

C Buttons
- ↑ Enlarge the green display
- ← Confirm the ground configuration
- ↓ Bring up scorecard
- → Enlarge/reduce the hole illustration

A Button
Confirm selection
Hit the ball

B Button
Cancel commands

START
Bring up Game Quit Menu

Z Button
Bring up Option Menu

Control Stick
✚ Control Pad
L and R Button

*Select each item
*Minor adjustment

Main Menu

Quick Start
Jump right in and play a round of golf. Select Alter Setting to change the number of competitors, etc. Select Game Start to begin.

Continue
You can continue from where you left off.

Game Modes
After you select the type of game (Waialae Open, Tournament, Stroke, etc.), select the number of players. The player's name will appear in yellow (blue for the computer). Next, you will need to set the monetary awards for Skins Match (if applicable).

Waialae Open (1~4P)
The first two rounds of this four-round tournament are the preliminary rounds. To advance to the final two rounds, you must place 40th or better by the end of the second round.

Tournament Play (1P~4P)
Play the last day of the Waialae Open.

Stroke Play (1P~4P)
The player who finishes 18 holes with the lowest stroke count is the winner. Here, you may set your player's handicap to "DP". This will rate your player's handicap after you've finished one round of golf.

Match Play
(1P vs. COM or 2P)
The player with the lowest score on a given hole wins the hole. The player who has won the most holes after the round is completed is the winner. When the losing player has no chance to win, even if he wins all of the remaining holes, the game is over.

Skins Play (2P~4P)
The player who makes the hole in the least number of shots wins the cash prize for that hole. If there is a tie for the lowest score, the money for that hole is carried over to the next hole. In the event that money remains after all 18 holes have been played, no one receives the money. The amount of prize money can be adjusted for each hole.

At least two players are required to play this match. Otherwise, you will be playing against the computer. In the Skins Match, the handicap is cut in half.

Practice Play
Select a hole and start swinging!

Check Records
View your best scores including past hole-in-one records.

Course Guide
View the course introduction for Waialae Country Club.

Options
Set options during the game.

Shot Path
If you turn it ON, the ball location will be displayed.

Easy Shot
If you turn Easy Shot ON, only the Power Decision will influence game play.

Game Music
Turn music on or off.

Stereo
Switch between stereo and monaural.

Camera
Switch camera angles during the game.

Standard
The default camera setting. It works much like a TV network broadcast.

Exciting
Viewpoint chases the ball.

Classic
Viewpoint is fixed behind the player.

Setup Data
You can register/delete player names or initialize the play data.

Register Players
Register new players or make changes on the current ones. Follow the on-screen instructions to create a player.

Delete Players
Delete players who are already registered.

Initialize Data
Erase all saved data. Please be careful because individual scores and hole-in-one records will be erased!

Setting Up Your Shot

Tee Up
Move your tee from left to right. It appears only when teeing off.

Club
Select a club from your club set. On the green, the putter is automatically selected.

Stance
Select an open or closed stance.

Hit point
By shifting the hit point up or down, you can add top or back spin to the ball.

Shot
Hit the ball.

Hole Number
The number of current hole.

Course Map
See the current hole from the top view.

Player Name and Other Miscellaneous Stuff
Information such as player's name, remaining yards and how many strokes until next shot will be displayed.

Lie Indicator
Enlarged display of lie condition.

Club Indicator
The club currently in use and its maximum distance.

Select Indicator
A map graphic will appear when each menu is selected. When a menu is not selected, the direction you are aiming will be shown by an arrow and number (straight at the flag is 0.)

The Steps of the Game

1. Tee Up This will only appear when teeing off. Adjust the position with the Control Stick or ✚ Control Pad, and confirm by pressing the A Button.

2. Direction Adjust the shot direction with the Control Stick or ✚ Control Pad.

3. Selecting the Club Press RIGHT or LEFT on the Control Stick or ✚ Control Pad to change clubs. Press the A Button to confirm. On the green, the putter will automatically be selected.

4. Adjusting Stance Press RIGHT or LEFT on the Control Stick or ✚ Control Pad to adjust your stance (press the A Button to confirm). Changing your stance will allow you to hit a draw or fade ball.

5. Hit Point Press UP or DOWN on the Control Stick or ✚ Control Pad to adjust the hit point. You can add top or back spin to a ball (hit running or lob shots, too).

6. Shot Press the A Button to start the red power bar moving. The higher the bar goes, the more powerful the shot will be. Press the A Button again to start your backswing. Press the A Button a third time to hit the ball. The closer the bar stops to the impact zone (narrow red bar), the more accurate your shot will be. If you miss the impact zone, your ball may go to the right or left.

Duff There is a red area at the top of the power gauge. If the power bar stops moving in this area, you'll overcompensate. With an overcompensated shot, you can still crush the ball if you hit the impact zone correctly. If your timing is off, you could duff (or top) the shot.

Options **Cart Cam** The Cart Cam allows you to view the current hole. Move around the course with the Control Stick or ✚ Control Pad. Use the C Buttons to move up, down and side to side. Press the B Button to return to the game.

Replay View the previous shot.

Game Over Menu Select YES to quit the game and return to the Title screen. To return to the game, select NO.

Save/Load The player's record, or play data registered in Setup Data, will be automatically saved. To continue a saved game, select CONTINUE from the Main Menu.

The Holes of Waialae

1st hole Par 5, 536 yards
Watch out for the trees on the right side. Try aiming to the left.

2nd hole Par 4, 358 yards
The pond on left could be trouble. Use an iron for your tee shot.

3rd hole Par 4, 432 yards
This hole sports a pond that continues to the left side of the green. Be careful with your second stroke.

4th hole Par 3, 194 yards.
The 4th hole is tougher than it looks. Keep an eye out for the bunker.

5th hole Par 4, 458 yards
Two creeks cross the 5th fairway. Worry more about the two-leveled green.

6th hole Par 4, 474 yards
Worry too much about the wind from the left and you might end up in the rough.

7th hole Par 3, 181 yards
This short hole has a tenacious front bunker. The green is not deep, which means wind will play a big factor. Be cautious.

8th hole Par 4, 427 yards
This dog leg left has a creek that crosses 220 yards from the tee. While left is the shortest route, it's also the most hazardous.

9th hole Par 5, 510 yards
If you have no wind, it's possible to reach the green in two strokes. Try for an eagle.

10th hole Par 4, 353 yards
The second shot is the most crucial for this hole. Watch out for the bunker.

11th hole Par 3, 178 yards
This is a short, seaside hole with a beautiful view. Wind is the key here.

12th hole Par 4, 446 yards
Give the tee shot your all, but watch out for the green on the second shot.

13th hole Par 5, 505 yards
This long dogleg right should be relatively easy. Getting a birdie should be a cinch.

14th hole Par 4, 411 yards
You have a dogleg left with a narrow fairway. Be careful teeing off and try not to hit the rough on either side of the fairway.

15th hole Par 4, 396 yards
If you can hit your tee shot just right, this dogleg left should be a breeze.

16th hole Par 4, 417 yards
Another dogleg left. Try staying to the right and make sure your shots carry a good distance.

17th hole Par 3, 185 yards
This beautifully short hole has a Pacific Ocean view on the left side. Watch out for the vertically long green and guard bunker on both sides.

18th hole Par 5, 551 yards
It's a long hole, but with help from the wind and a little luck, an eagle is possible.

Questions and Answers

Q: How do you save?

A: This game saves automatically. If you want to continue from where you left off, select CONTINUE on the Main Menu.

Q: How do you play a 2-player game?

A: Select any mode besides TRAINING. You'll notice that human players appear in yellow, while computer players appear in blue. Select Alter Setting, then press the A Button. Highlight the computer player with the Control Stick or ✚ Control Pad, then press the A Button. Use the Control Stick or ✚ Control Pad to highlight one of nine different human players, then press the A Button. Two people can play even with one controller.

IMPORTANT:

REV B

WARNING: Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international copyright laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This Nintendo game is not designed for use with any unauthorized copying device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo retailer.

The contents of this notice do not interfere with your statutory rights.

This manual and other printed matter accompanying this game are protected by domestic and international copyright laws.

The rental of this game without permission of Nintendo or its licensees is strictly prohibited.

For further information or assistance, please contact:
Nintendo Consumer Assistance Hotline
1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

WARRANTY AND SERVICE INFORMATION:

REV - J

You may need only simple instructions to correct a problem with our product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (time subject to change). If the problem cannot be solved over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER℠. Please do not send any products to Nintendo without calling us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME PAK & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (Game Paks and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please call the Consumer Assistance Hotline at 1-800-255-3700 for trouble shooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without calling us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING **WARRANTIES OF MERCHANTABILITY** AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this booklet.

This warranty is only valid in the United States.

NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE?

Nintendo®

AUTHORIZED REPAIR CENTERS™

1-800-255-3700

www.nintendo.com

Nintendo®

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN USA